

RACE CAR 'RITHMETIC™

APPLE®

LOADING INSTRUCTIONS

1. Open the door to the disk drive and insert the program diskette. Close the drive's door.
2. Turn on the computer and monitor or television.
3. The program will boot automatically and the UNICORN logo will appear on the screen.
PRESS THE RETURN KEY TO CONTINUE.

★ Please note that the disk is accessed by the computer during entire use of the program. DO NOT REMOVE THE DISKETTE FROM THE DISK DRIVE WHILE THE PROGRAM IS BEING USED.

PROGRAM INSTRUCTIONS

This is an educational game for 1 to 4 players. When the computer asks "How many people will be racing?", simply enter the number of players.

You will then choose how many laps the race will be. It takes approximately 13 correct answers to get across the track. You move forward 1 space each time you answer correctly and backwards 1 space each time you answer incorrectly. At the beginning of any lap, if you answer incorrectly, since your car cannot move backwards off the screen, you will have to make a pit stop and you will lose the next turn. After a player has given an incorrect answer, the next time it's his turn, he will be given the identical problem.

Each player may select his own operation (addition, subtraction, multiplication, division or a variety), level of difficulty and opt whether or not to be timed. If the timer option is chosen the player will be given a chance to press RETURN when he is ready to answer the question. This will give the players a chance to position themselves comfortably around the keyboard before the time starts ticking away. Any mistakes may be corrected by using the left arrow key before pressing RETURN.

At the end of the race, the winner or winners will be declared, and the official scoreboard will be displayed.

Each racer obtaining a score of 90% or above, will be given the opportunity to play the Race Car Game.

To return to the menu and establish different parameters during a race press the ESC key when the computer is waiting for an answer.

Race Car Game

Follow the simple on-screen instructions. Use the 1, 2 and 3 keys to shift gears (change speed), and use the Left and Right Arrows to change lanes (steer). Happy racing!

A NOTE TO PARENTS AND TEACHERS

Research indicates that children enjoy learning in group situations. Race Car 'Rithmetic is an interactive math game in which children can compete with others of different ages (adults as well) with each person on their own level.

It can be used for remediation as well as acceleration. For remedial purposes, we suggest that at first, the time factor not be used, and never be used if in competition with an accelerated student.

The high-speed Race Car Game is included as a motivational reward for scores of 90% or above. Race Car 'Rithmetic has proven itself to be a wonderful tool in helping to improve basic math skills and has been extensively field tested at The Computer Learning Center for Children.

PROGRAM DESIGN by June Stark, founder and director of The Computer Learning Center for Children, math teacher, former programmer and systems analyst for major corporations. She has also served as an Associate Officer of the United Nations where she did programming in their Accounts Division. Presently, she is actively involved in creating educational programs for all micro-computers.

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Package art and design by Maurine Y. Starkey.

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